Odopi

A giant sphere of demonic clawed arms makes up the most dominant set of features on the odopi. The center of its body is hidden by a forest of limbs. Each hand bears a sickly yellow eye in its palm that blinks shut as the behemoth rolls hand over hand in its movement.

Twisted Abominations. Odopis hail from the depths of Carceri, the prison plane of the multiverse. These strange aberrations boil out of planer rifts whenever they get the chance and wreak havoc on any plane they can find access to. Akin to no other beings within the multiverse, odopis are nightmarish monsters from a nightmarish realm. Their bodies are covered in warty, orange-skinned arms which all project from a central body. This body has no other features aside from a toothless mouth that serves as an opening for its massive stomach. Like titanic nine ton tumbleweeds, they roam about the landscape at random, destroying whatever they encounter as they roll ever onward.

Reluctant Servants. Powerful beings can force odopis into service by using violence and threats of violence against the creature. Odopis have a strong sense of independence which causes them to suffer such treatment poorly. They will, however, remain somewhat agreeable to their master so long as they are provided with targets upon which they can vent their rage.

Unique Communication. Odopis have a distinct and unusual way of communicating. They have developed their own language which consists entirely of gurgling sounds and hand clapping. Two odopis can communicate from a great distance, so long as their claps are audible to one another.

Long Lived. The actual lifespan of the odopi is unknown. They are extremely hard to kill, and when they do die, due to their chaotic and destructive nature, it is typically in battle. Some scholars believe that the odopi are in fact so resilient that they never die of natural causes and barring any amount of violence, could be effectively immortal. It has also been observed that they never truly stop growing even after reaching adulthood. A newly hatched odopi will take one year to grow to its full size, however, as an adult they continue to get larger. The growth process does slow down significantly, but it stands to reason that an odopi who is able to survive for many years could grow to colossal proportions.

Odopi

Huge aberration, chaotic evil

Armor Class - 18 (natural armor)
Hit Points - 250 (20d12 + 120)
Speed - 60 ft., climb 40 ft.

STR 25 (+7)
DEX 23 (+6)
CON 22 (+6)
INT 6 (-2)
WIS 22 (+6)
CHA 16 (+3)

Damage Resistances cold, fire
Condition Immunities prone
Senses truesight 30 ft., passive Perception 16
Languages Odopian
Challenge 14 (11,500 XP)

Traits

Countless Eyes.
The odopi has advantage on any skill check it makes that relies on sight, and it can't be flanked.

Trample.
The odopi can use its movement to occupy the same space as another creature that is large or smaller. When the odopi moves through another creature's space, that creature must succeed on a DC 17 Dexterity (Acrobatics) check or take 5d8 damage and be knocked prone. A creature can only be forced to make this saving throw once per turn. A creature grappled by the odopi automatically fails this saving throw.

Actions

Multiattack.
The odopi makes any combination of four stone or claw attacks.

Claw.
Melee Weapon Attack: +12 to hit, reach 10 ft., one creature.
Hit: 30 (5d8 + 7) slashing damage and if the target is large or smaller it is grappled (escape DC 17). The odopi can have up to twenty creatures grappled at one time.

Stone.
Ranged Weapon Attack: +11 to hit, reach 120/200 ft., one target.
Hit: 10 (1d8 + 6) bludgeoning damage.

Dimension Pass.
The odopi teleports along with any creatures or objects it is grappling from its current location to a space within 500 feet.